	Project Name: Example for Basic Learning					
Test Script Name:						
Scenario/Purpose:	Junit Scenario Tests Results					
Prerequisites:	N/A					
Name of Tester:	Spencer Van Hauwaert		Date:		April 7, 2018	
			Time		8:45 PM	

Step	Description	Expected Results	Pass	Fail	N/A	Defect/Comments
1	AssertEqual - Enter two identical strings in the variables	Statement should show "true"	X			TRUE
2	AssertEqual - Enter two different string values in the string variables.	This expect the two strings to be the same. But because they are not an error message will appear		X		FALSE
3	AssertTrue - Enter a value for currentHealth that is lower than the value for maximumHealth	The statement should be true	X			TRUE
4	AssertTrue - Enter a value for currentHealth that is higher than maximumHealth.	This should give an error.		X		null; false
5	AssertFalse - Enter a value for currentHealth that is higher than the value for maximumHealth.	The statement should be true	X			TRUE
6	AssertFalse - Enter a value that is lower for currentHealth than is for maximumHealth.	This should produce an error.		X		null; false
7	AssertNotNull - Enter a string into the name1 variable.	The statement should show true	X			TRUE
8	AssertNotNull - replace the string variable name1 with null.	Should produce an error		X		null; false
9	AssertNull - Give name1 a value of "null"	The statement should be true	X			TRUE
10	AssertNull - Give name1 a value either than "null	This assertion will produce an error.		X		expected null, but was: <etc.>; false
11	AssertSame - Enter the same string values for each variable: name1 & name2	This statement should be true	X			TRUE
12	AssertSame - change one of the string values for an error	This should produce an error.		X		expected same:<dragon>